

Weekly Report

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This week I read 10 papers about PVA, and Ke collected 10 papers and write notes for me. I found the template of FCS and told Ke and Li about the format of bib. I had a idea to extend the framework written and papers can be filled in the framework recently, I will write them down before Wednesday.

However most of my time was dedicated to netease project. Besides the visit to Netease, several work have been done:

- Count the active days of player(using data of logon, not online days), and the distribution of logon obey the long-tail distribution. See Fig1.
- Extracted the network by weeks. However the result is not so good because it is not so continuous to sample by weeks and that the basic characters of networks(clustering coef. etc) is not stable and the network is too sparse. Thus I re-extract the data using window-sampling techniques. I found interesting pattern like Fig2: A seasonal-like change in the number of connected components, the timespan between to peaks is around 10 weeks(May Be 2 periods' time of pushing new Shizhuang) . I checked that there is no server merging these days.
- However some questions about whether players can communicate and battle across different servers, and the difference between player-ids and role-ids remain unsolved. I extracted the networks on server17, server164 and server230. The giant connected components size and the number of components distribution by day are distribute.Fig345. They show quite different patterns from an intuitive reading of the figures. These may partly characterize the development of the servers.

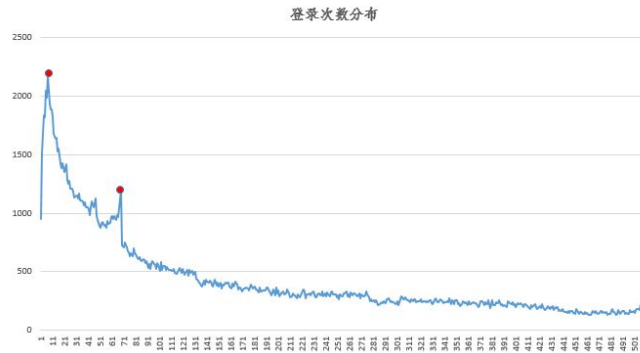


图 1: distribution of logon times

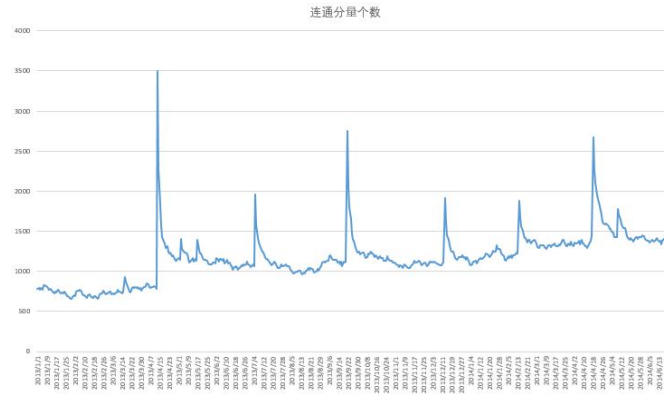


图 2: distribution of number of connected components

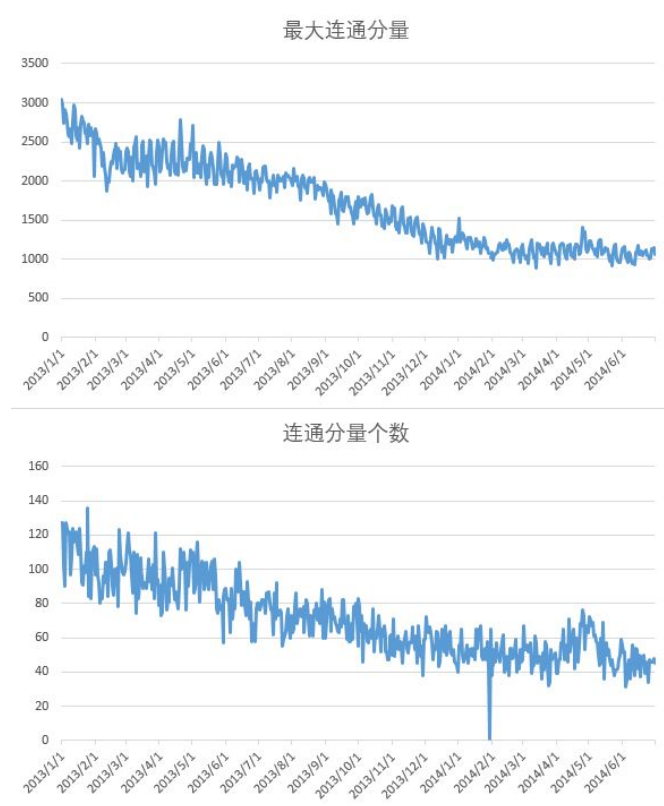


图 3: server 17

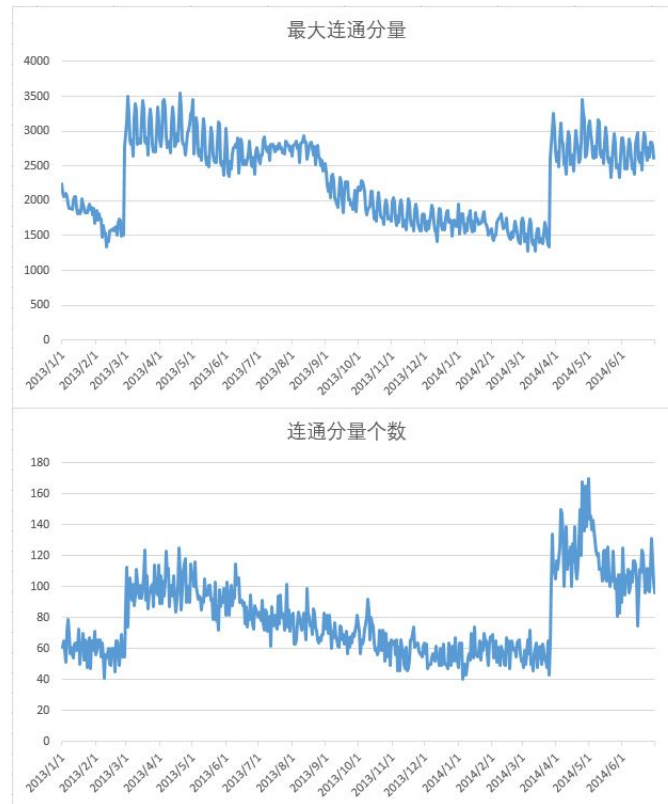


图 4: server 164



图 5: server 230